

IN THE CLAIMS:

The text of all pending claims, (including withdrawn claims) is set forth below. Cancelled and not entered claims are indicated with claim number and status only. The claims as listed below show added text with underlining and deleted text with ~~strikethrough~~. The status of each claim is indicated with one of (original), (currently amended), (cancelled), (withdrawn), (new), (previously presented), or (not entered).

1. (currently amended) An interface, comprising:
a graphical user interface area located in a display corner responsive to a natural motion by a user associated with an end of a range of the natural motion and, comprising:
an arc shaped persistent graphic starting near a first display edge and ending near a second display edge and defining the interface area where the arc is substantially perpendicular to a natural motion path of the natural motion; and
controls initiating an action, located in the interface area and accessible via the natural motion.
2. (original) An interface as recited in claim 1, wherein the natural motion is a curve associated with movement of a hand of the user when an elbow of the user is pivoted.
3. (original) An interface as recited in claim 2, wherein a location responsive to the natural motion of the user hand is defined by the natural motion passing through a substantial center area of a display area.
4. (original) An interface as recited in claim 1, wherein the natural motion is a curve associated with movement of a hand of the user when an elbow of the user is pivoted and one of a wrist of the user is rotated and fingers of the user are moved.
5. (currently amended) An interface, comprising:
an interface area located in a display corner responsive to a natural motion by a user and associated with an end of a range of the natural motion, comprising:
an arc shaped graphic starting near a first display edge and ending near a second display edge and defining the interface area where the arc is substantially perpendicular to a natural motion path of the natural motion; and

controls located in the interface area and accessible via the natural motion, wherein an interface location responsive to the natural motion of the user is a lower corner of a display area.

6. (original) An interface as recited in claim 1, wherein the graphic is a shape corresponding to an arc shaped curve and the controls are positioned in accordance with the curve.

7. (original) An interface as recited in claim 6, wherein a radius of the arc shaped curve is at least a radius of a menu of one of the controls.

8. (previously presented) An interface as recited in claim 6, wherein a control closest to a display area is positioned along the curve at least a radius of a menu of the control from a display edge.

9. (original) An interface as recited in claim 1, wherein a menu associated with one of the controls has a layout responsive to the curve.

10. (original) An interface as recited in claim 1, wherein a marking menu associated with one of the controls has a layout where a downward stroke brings up additional tool palettes and/or dialogs.

11. (original) An interface as recited in claim 1, wherein the interface is located in a lower left corner of a display area and the controls of the interface are arranged as one of a convex arc across the corner, a concave arc across the corner, a line across the corner, an array in the corner, a convex corner across the corner, a convex arc with a linear portion across the corner, a sectioned pie in the corner, a sectioned pie in the corner and extending across the display area, and a rotatable circle intersecting both sides of the corner.

12. (currently amended) A graphical user interface, comprising:
a persistent interface having an interface arc shape, located in corner of a display area, having graphics for controls arranged along the interface arc and having control hit zones each with a zone shape responsive to an approach arc defined by a dominant motion arc of a motion of a user and associated with an end of a range of a natural motion by a user where the

approach arc is substantially perpendicular to a natural motion path of the natural motion and with the graphics of the controls being located responsive to one-shot function or menu pop-up function with a pop-up menu radius.

13. (original) An interface as recited in claim 12, wherein the zone shape comprises one of a wedge, a curved sided triangle and a curved sided trapezoid.

14. (original) An interface as recited in claim 12, wherein the zones have non-coincident, dominant arc approach paths.

15. (previously presented) An graphical user interface for a digitizer based drawing application, comprising:

a persistent semicircular graphic located in a corner of a display area of the drawing based application associated with an end of a range of a natural motion by a user; and

controls located essentially in an arc in the graphic where the arc is substantially perpendicular to a natural motion path of the natural motion, said controls comprising:

a tool control providing a menu for selecting a drawing tool of the application; and

a color control providing a menu for selecting paint color applied by a drawing tool of the application.

16. (previously presented) An interface as recited in claim 15, wherein said controls further comprise:

a minimize control located on a side edge of the graphic and providing a minimize function for the interface;

a page control located adjacent a bottom edge of the graphic and providing a page change function for drawing pages of the application;

an edit control located adjacent to the page control and providing an undo function for the application; and

a tool type control located between the tool control and the color control and providing a menu for selection a tool type of the application

17. (original) An interface as recited in claim 16, wherein the graphic comprises a semicircular band.

18. (original) An interface as recited in claim 16, wherein pop-up menus pop-up in association with the selected control and at a distance from side and bottom edges of the graphic to allow all menu commands to be displayed.

19. (previously presented) An graphical user interface for a tablet personal computer based drawing application using a stylus, comprising:

a semicircular persistent graphic located in a corner of a display area of the drawing based application responsive to a natural motion by a user wherein the natural motion is a curve associated with movement of a hand of the user when an elbow of the user is pivoted and associated with an end of a range of the natural motion by a user; and

controls located essentially in an arc in the graphic where the arc is substantially perpendicular to a natural motion path of the natural motion and activated by the stylus, said controls comprising:

a minimize control located on a side edge of the graphic and providing a minimize function for the interface;

a page control located adjacent a bottom edge of the graphic and providing a page change function for drawing pages of the application;

an undo control located adjacent to the page control and providing an undo function for the application;

a tool control located adjacent the minimize control and providing a menu for selecting a tool of the application;

a color control located adjacent the undo control and providing a menu for selecting paint color applied by a tool of the application; and

a tool type control located between the tool control and the color control and providing a menu for selection a tool type of the application,

wherein a radius of the arc shaped curve is at least a radius of a menu of one of the controls,

wherein a control closest to a display area is positioned along the curve at least a radius of a menu of the control from a display edge, and

wherein a marking menu associated with one of the controls has a layout where a downward stroke brings up additional tool palettes and/or dialogs.

20. (currently amended) A method, comprising:

mapping controls of a persistent graphical user interface in an arc shape at a corner

location responsive to an approach arc associated with an end of a range of a natural user motion, with a radius responsive to an underlying menu activatable via one of the controls and where the starts near a first display edge and ends near a second display edge and arc is substantially perpendicular to a natural motion path of the natural motion; and
allowing a user to activate the controls.

21. (currently amended) A method, comprising:
mapping controls of an graphical user interface in an arc shape at a display corner location responsive to an approach arc associated with an end of a range of a natural user motion, with a radius responsive to an underlying menu activatable via one of the controls and where the arc starts near a first display edge and ends near a second display edge and is substantially perpendicular to a natural motion path of the natural motion; and
allowing a user to activate the controls, wherein the location comprises a display area corner.

22. (previously presented) A method as recited in claim 21, wherein the corner is lower right corner for a left-handed person and a lower left corner for a right-handed person

23. (original) A method as recited in claim 20, wherein the mapping maps controls on the arc responsive to a function of the controls.

24. (original) A method as recited in claim 20, further comprising minimizing the interface responsive to activation of a minimize control.

25. (original) A method as recited in claim 20, wherein the allowing comprises:
displaying a menu upon a touch input and allowing a user to select an item of the menu;
displaying a menu and performing an interaction upon a dwell input; and
performing a function upon a stroke input.

26. (previously presented) A method, comprising:
mapping controls of an graphical user interface in an arc shape at a location responsive to an approach arc and with a radius responsive to an underlying menu activatable via one of the controls; and
allowing a user to activate the controls, wherein the allowing comprises:

displaying a menu upon a touch input and allowing a user to select an item of the menu;

displaying a menu and performing an interaction upon a dwell input; and
performing a function upon a stroke input, and wherein if a user is inking from a drawing canvas and the inking crosses into the menu, inking still occurs on the canvas.

27 (currently amended) A computer readable storage for controlling a computer by mapping controls of a persistent graphical user interface in an arc shape at a corner location responsive to an approach arc associated with an end of a range of a natural user motion, where the arc shape starts near a first display edge and ends near a second display edge and is substantially perpendicular to a natural motion path of the natural motion and with a radius responsive to an underlying menu activatable via one of the controls and allowing a user to activate the controls.

28 (currently amended) An apparatus, comprising:
a display; and
a processor positioning a persistent graphical user interface of multiple controls in a lower corner of the display associated with an end of a range of a natural user motion, the interface having an interface arc shape where the arc shape starts near a first display edge and ends near a second display edge and is substantially perpendicular to a natural motion path of the natural motion and positioning the controls on the interface arc at positions responsive to a natural motion arc of a user when moving a hand from a center of the display toward the corner.

29 (original) An apparatus as recited in claim 28, wherein the processor positions the controls responsive to a function of the controls.

30 (original) An apparatus as recited in claim 28, further comprising a stylus-based input system coupled to the processor and the display, and activating the controls responsive to a tap of a stylus on one of the controls, a dwell of the stylus over one of the control and a stroke of the stylus on one of the controls.

31. (currently amended) An interface, comprising:
a fixed position, semicircular shaped, display edge intersecting menu bar interface graphic located in a display corner responsive to a natural motion by a user associated with an

end of a range of the natural motion where the semicircular shaped graphic is substantially perpendicular to a natural motion path of the natural motion and starts near a first display edge and ends near a second display edge; and

controls located in the interface graphic and accessible via the natural motion.

32. (currently amended) An interface, comprising:

a first graphical user interface located in a display corner responsive to a natural motion by a user associated with a first end of a range of the natural motion; and

second graphical user interface located in a display corner responsive to the natural motion by a user associated with a second end of the range of the natural motion; and

said first and second graphical user interfaces each comprising:

an arc shaped persistent graphic defining the interface area where the arc starts near a first display edge and ends near a second display edge and is substantially perpendicular to a natural motion path of the natural motion; and

controls initiating an action, located in the interface area and accessible via the natural motion.